

NinjaTrader Vendor License Management Help Guide

Version 4.0 – 6/04/2018

NinjaTrader 8 Change Notes

- Vendor licensing is now handled via an add-on which must be obtained by vendors from the NinjaTrader Business Development team. Vendor licensing features will no longer be packaged with new NinjaTrader installations.
- CLI Secure is now used to offer increased security for protected DLL's. This requires a yearly license fee which can be paid directly to Secure Team at <http://secureteam.net/Agile-for-NT-Pricing.aspx>.

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1.0 Overview

The NinjaTrader Vendor License Management service is a user authentication feature that provides the following capabilities:

- User authentication using a unique ID generated from the PC machine ID* and a user defined ID.
- Creation, update and management of user licenses through a GUI
- Creation of time based licenses
- Creation of free trial based licenses
- A friendly and efficient authentication process that is approved by NinjaTrader
- Authentication for any NinjaScript objects
- Authentication executed on NinjaTrader hosted primary and secondary (backup) servers

- License management information maintained on NinjaTrader hosted servers, including backup

* A machine ID is a value unique to each user's PC. It is generated by NinjaTrader based on the user's PC hardware configuration. When used in conjunction with a user defined ID it can uniquely identify different machines for authentication purposes. The user can retrieve their machine ID from within the NinjaTrader Control Center, Help > About screen.

2.0 What is Required?

This service is free of charge to qualified 3rd party developers. Please contact info@ninjatraderecosystem.com to apply, and if you qualify, you will receive a Vendor Name and License Key, which you will need to run this service.

3.0 Enabling Authentication in your Custom NinjaScript Object

Enabling authentication is accomplished by creating an instance of the VendorLicense class within your NinjaScript object. This was accomplished through a method call in earlier versions, but for increased security the core vendor licensing logic has been moved to the constructor of the VendorLicense class.

VendorLicense class constructor:

VendorLicense(string vendorName, string module, string vendorUrl, string vendorMail)

vendorName	Your unique vendor name, provided by NinjaTrader.
module	A module (product) name allows you to define different licenses for your different products. This is an optional parameter. For example, you may have different indicators or sets of indicators that you want to license separately. Default value = string.Empty or "<Default>"
vendorUrl	Optional parameter. The URL that will be displayed in any user notification pop-up windows. Default value = string.Empty
vendorMail	Optional parameter. An email address that is displayed in any user notification pop-up windows. Default value = string.Empty

Sample code:



VendorLicenseDemo.cs

This process automatically performs a license check any time a supported NinjaScript object is used. The initial check state is maintained during a NinjaTrader application session on subsequent indicator or strategy run times.

If the license check fails, the `OnBarUpdate()` and `Plot()` methods will not be called in the Strategy. However, the script will still process any code within its `SetDefaults` State. Thus, if you have added any code within an “if (State == State.SetDefaults)” condition in the `OnStateChange()` method, this will be processed regardless of a user’s license status.

The following table lists all supported NinjaScript object types and impact:

NinjaScript object:	Affected parts:
Indicator	<code>OnBarUpdate()</code> / <code>OnRender()</code>
Strategy	<code>OnBarUpdate()</code> / <code>OnRender()</code>
Addon	<code>OnWindowCreated()</code>
Bars type	<code>AddBar()</code>
Chart style	<code>OnRender()</code>
Custom adapter	<code>Connect()</code>
Shares services	<code>Share()</code> / <code>SendMail()</code>
Import type	<code>Import()</code>
Performance metric	<code>AddTrade()</code>
Optimization fitness	<code>MergePerformance()</code>
Optimizer	<code>RunOptimization()</code>
Drawing tool	<code>OnRender()</code>
SuperDOM Column	<code>RenderColumn()</code>

4.0 Managing Licenses

License creation and management is accomplished through the “Vendor License Management” add-on. Once the add-on has been obtained and imported, it will be accessible from the Tools menu of the Control Center.

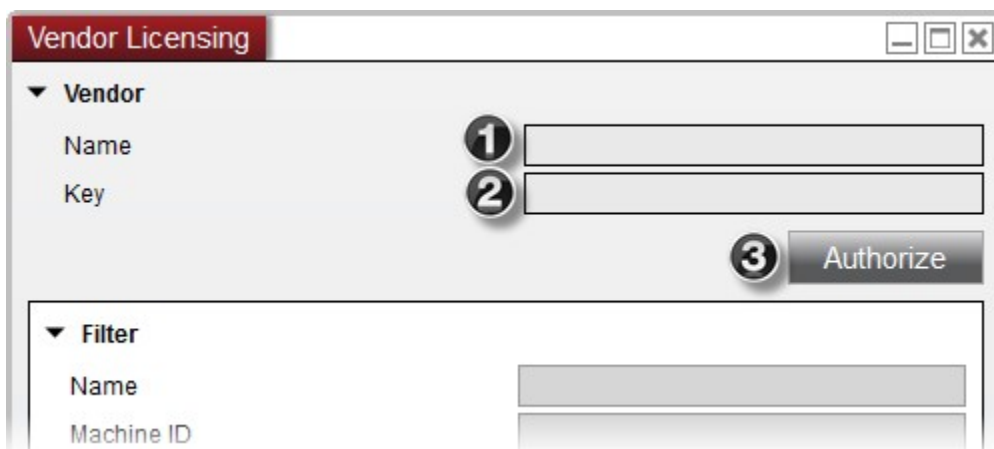
5.0 Vendor Authentication

Before you can begin managing licenses, you must be authenticated.

Within the Vendor License Management window:

1. Enter the vendor name provided to you
2. Enter the vendor license key provided to you
3. Press the “Authorize” button

Once your credentials have been authorized, the rest of the form will be enabled.



The screenshot shows a window titled "Vendor Licensing" with a red header bar. The window contains two main sections: "Vendor" and "Filter".

- Vendor Section:**
 - Has a dropdown arrow on the left.
 - Contains two text input fields: "Name" and "Key".
 - The "Name" field is marked with a circled "1".
 - The "Key" field is marked with a circled "2".
 - Below the "Key" field is a button labeled "Authorize", marked with a circled "3".
- Filter Section:**
 - Has a dropdown arrow on the left.
 - Contains two text input fields: "Name" and "Machine ID".
 - These fields are currently disabled (grayed out).

6.0 Products

A product name (or module) is a vendor defined name for an object or group of objects that you want to tie a license to. A module name lets you:

- Have multiple NinjaScript objects with each object having its own module name, allowing you to create a separate license for each object on a unique PC machine ID value
- Have multiple NinjaScript objects belonging to the same family, thus allowing you to have one module name representing the entire family of objects

Creating a product name is optional. If you do not create one, the <Default> product will be used for licensing your products.

To create a product name:

1. Select the “Products” tab
2. Click the “Add” button

The screenshot shows the 'Vendor Licensing' application window. The 'Products' tab is selected at the bottom, indicated by a circled '1'. The 'Products' section contains a table with two columns: 'Product' and 'Free trial days'. The table has one row with '<Default>' and '0'. Below the table are buttons for 'add', 'edit', and 'remove', with a circled '2' and a mouse cursor pointing to the 'add' button. The 'Messages' section below has several text input fields for different license types: 'Invalid License', 'License not started', 'Free Trial - expiration notification', 'Free Trial - expired', 'Regular License - expiration notification', and 'Regular License - expired'. The 'Vendor' section at the top has input fields for 'Name' and 'Key', and an 'Authorize' button.

Product	Free trial days
<Default>	0

add edit remove

Invalid License
License not started
Free Trial - expiration notification
Free Trial - expired
Regular License - expiration notification
Regular License - expired

Licenses **Products** 1

3. Enter your vendor defined product name
4. Set any free trial period you wish to offer (0 = free trial disabled)
5. Press the “OK” button



You can optionally edit or remove any product.

7.0 Free Trials

You can optionally set a free trial period for each product.

1. The first time your NinjaScript object runs on a PC it will make a call to our license servers. In the event that there is no valid license and the module name has a free trial period (in days) value greater than zero, it will automatically create a free trial period for this PC machine ID. There is no effort required on your part to provide a free trial, except to define its length in the “Products” tab.
2. When your NinjaScript object is run in the future, it will check our license servers to see if the free trial period has expired, if it has, a notification window will pop up for the user including information on how to contact you.
3. A PC can **NOT** have more than one free trial period for a particular module
4. Once a PC has automatically registered for a free trial period, the free trial length for that specific PC can not be changed.

Should you need to create a free trial for a user who already had a trial, you can create a temporary license using the “Creating a License” process below.

In the rare event of a new user having the same PC machine ID as another who has already used a free trial, you can still give the new user a trial by creating a temporary license with the “Creating a License” process.

Note: When managing free trials, the licenses created will not contain or check any custom User Defined IDs discussed in section 10.0. This is to prevent users from constantly changing the User Defined ID to enroll in additional free trials.

8.0 Creating a License

You can create a license by following the instructions below. It is highly recommended to first go through the process outlined in “Assigning User Defined

IDs” with the customer before creating a license for them. Once a license is created, users will be able to use your NinjaScript objects.

1. Select the “Licenses” tab
2. Click the “Add” button

Vendor Licensing

▼ Vendor

Name

Key

Authorize

▼ Filter

Name

Machine ID

Product 19 products

Type Regular ▼

Start

End

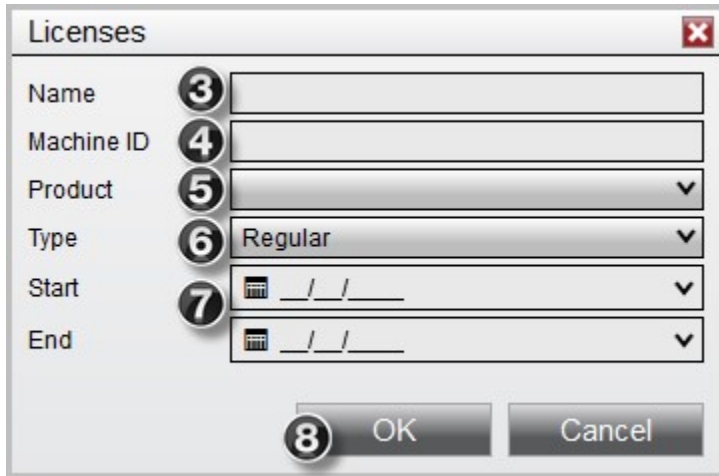
Show

Name	Machine	Product	Type	Start	End
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2 add edit remove

1 Licenses Products

3. Enter a vendor-defined user name
4. Enter the user's machine ID
5. Select a product
6. Set the license type to "Regular" or "Free Trial"
7. Set the license start date and expiration (end) date
8. Press the "OK" button



The image shows a dialog box titled "Licenses" with a close button (X) in the top right corner. The dialog contains several input fields and dropdown menus, each with a numbered callout (3 through 8) pointing to it. The fields are: "Name" (text input, callout 3), "Machine ID" (text input, callout 4), "Product" (dropdown menu, callout 5), "Type" (dropdown menu with "Regular" selected, callout 6), "Start" (calendar icon and date input, callout 7), and "End" (calendar icon and date input, callout 7). At the bottom, there are two buttons: "OK" (callout 8) and "Cancel".

You can export license information at any time by right clicking in the license grid and selecting the "Export" option.

You can filter licenses displayed in the license grid by entering a set of criteria in the Filter section, then pressing the "Show" button. You can delete a license by selecting it and clicking the "Remove" button. You can edit a license by selecting it and clicking "Edit," or simply by double-clicking it in the license grid.

9.0 Expiring a License

You should **NOT** delete the license if you are trying to expire it. Instead, the best practice is to update the expiration date to one in the past.

1. Select the "Licenses" tab
2. Select the license up for expiration by highlighting it in the grid
3. Double click the entry to edit it (or use the "Edit" button)
4. Set the "End:" date to a date in the past
5. Press the "OK" button

10.0 Assigning User Defined IDs

An optional feature of Vendor License Management is the ability to generate a user defined ID for their PC. This user defined ID is appended to their hardware-based machine ID, thereby creating a virtually unique machine ID. This ensures

that their license for your NinjaScript object is unique to their particular PC and cannot be used on another PC.

You can still create licenses for people without assigning a user defined ID, but this feature is in place should you come across two customers with the same machine ID.

Following are instructions for working with user defined ID's:

1. Instruct the user to go to the NinjaTrader Control Center, then click Help > "3rd party licensing"
2. Provide your vendor name to input into the "Vendor name" field
3. User should input an identifying suffix to append to their machine ID into the "User defined ID" field.
4. Instruct the user to provide you with the newly generated machine ID after they press the "Submit" button
5. Ensure that the new machine ID is not already in use by looking through your list of licenses. You can easily tell if a license is using a user defined ID suffix by the "-" separator after the old machine ID. Repeat steps 1-4 if you find the new machine ID is taken already.
6. Go through the "Creating a license" process with this new machine ID for the user

3rd Party Licensing

You should only use this form if instructed by a vendor of a NinjaTrader 3rd party add-on product.

Vendor name

User defined ID

Please copy the following machine ID value and email it to the vendor who requested it.

Submit Close

11.0 Authentication Process

The following outlines the authentication process.

1. Authentication is checked on our primary license server
2. If the primary server times out, it spills over to the secondary server
3. If the secondary server times out, a check is performed on the local PC

NinjaTrader stores the last known authentication state on the user's PC in the event of primary and secondary server failures, allowing the user to continue using their licensed products. On subsequent authentication, the local cache is updated.

There has never been a time in NinjaTrader's existence where both license servers have failed.

12.0 Accessing NinjaTrader License Version

With NinjaTrader 8 we released a feature sets called 'Order Flow +' and 'Trader +'. If you plan to develop a module which would reference or build on top of these features then it will be helpful to know that the customer actually has access to the feature. To do this a simple check to the license will suffice.

To check 'Order Flow +' access: Cbi.License.IsLifeTime property should be true.

To check 'Trader +' access: Cbi.License.IsFreeEdition property should be false.